

PANZERS EAST!

THE ROAD TO MOSCOW



FOIA:

• **Cartridges are 64MB, 64KB, Cassette/Tape**

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TRS-80® Color Computer, 32K Discette

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††Treatment and Communication Between Machines and Their Environment

GAME INSTRUCTIONS

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PANZERS EAST!

I. INTRODUCTION

PANZERS EAST! is a strategic-level software simulation of the Barbarossa offensive on the Soviet Union in 1941. You command the Axis forces. The objective is to destroy the Soviet Army and capture the most territory with the lowest possible cost in Axis casualties.

COURSE OF PLAY

Each week the player will gather intelligence on the strength of Soviet forces in certain areas, and give orders to the Luftwaffe and ground forces. The player will also decide which area will get priority in supply.

The computer commands the Soviet armies, introduces reinforcements, and resolves all orders. The game can end at any time, or run to a maximum of 24 turns.

SCALE

Each turn represents one week. A German air point represents ten combat aircraft; a Soviet air point represents 12 to 18 aircraft. A full-strength German infantry division is worth about 3 strength points, with other forces varying in value, depending upon their strength, training and equipment.

To regulate movement and combat, the European portion of the Soviet Union, as well as surrounding territories, has been divided into 3 regions (north, central, and south), and 30 areas. Each area has been given a two-letter code that the player will use to give orders to the computer. The rules distinguish between "area" and "region".

In addition to German forces, you shall also command all Axis contingents (includes Finnish, Romanian, Italian and Hungarian forces).

II. LOADING INSTRUCTIONS

Commodore 64 Cassette

1. Turn on your computer.
2. Put the game cassette into the cassette player, with side one UP, and rewind it completely.
3. Type LOAD and press the RETURN key. Press the PLAY button on the cassette player.
4. The computer will load the program. After the program has loaded the recorder will stop and the READY prompt will be displayed on the screen.
5. Type RUN and press the RETURN key. The program will begin.

Commodore 64 Disk

1. Turn on your computer and disk drive.
2. Insert the game disk into the disk drive.
3. Type LOAD"AH",A and then press the RETURN key. The program will be loaded.
4. When the READY prompt appears type RUN and press the RETURN key. The game will begin.

TRS-80 Model I/III/4 Cassette

This game is the first program on SIDE TWO of the cassette.

Model 4 owners will need to put their computer into Model III mode.

1. Get BASIC up on your computer. Press the L key to the CASS? prompt (Model III/4 only) and press the ENTER key to the other prompts.

2. Put the game cassette into the cassette recorder with the label side DOWN. Rewind the tape completely.

3. Press the PLAY button on the cassette recorder, type CLOAD and press the ENTER key. The recorder will start to move and the program will be loaded.

4. When the tape stops and the READY prompt reappears type RUN and press the ENTER key. The game will begin.

TRS-80 Color Computer Cassette

The TRS-80 COLOR Computer program is located on SIDE TWO of the cassette after the TRS-80 MODEL I/III/4 program at approximate counter location 110. By pulling out the EAR and MIC jacks on the recorder and listening to the tape, you can find the beginning of the COLOR Computer Program. There is a portion of blank tape between the two programs. Once you have found the program you are ready to begin loading.

1. Disconnect your disk drive and remove all cartridges.

2. Turn on your computer.

3. Type POKE 25,6 and press the ENTER key.

4. Type NEW and press the ENTER key.

5. Put the game cassette into the cassette player with the label side DOWN. Ensure that it is at the proper location.

6. Push the PLAY button on the cassette player down and type CLOAD, then press the ENTER key.

7. The program will load. After the program has loaded the cassette player will stop and the READY prompt will be displayed on the screen.

8. Type RUN and press the ENTER key. The game will begin. Ensure that the PLAY button on the cassette recorder remains down. Once the program starts it will load the second part of the program.

III. SETTING UP A GAME

The computer will ask the following questions before the game begins:

1. Are you starting a new game, or one already in progress?

2. Will you play the Historical, or Fully Prepared scenario?

The Fully Prepared scenario assumes that the Balkan campaign was shorter, or involved fewer troops. It gives you one extra turn of good weather, and more of your first week reinforcements at the start of the game.

3. Set your campaign priorities.

To determine the victory point value of certain areas, the computer will ask you to set the German Army's priorities, from "hardly worthwhile" to "critical". There is no limit to what combination of priorities you choose.

When the priorities have been set, the computer will give you a list of areas that have a moderate to high victory point value. Write these down, for they will not appear again during the game (except for TRS-80 Color Computer players, see below). The computer-run Soviet player will not know your objectives.

4. What percentage of the Luftwaffe will make a surprise raid against the Soviet Air Force?

Any force you send against them will not be available during the first week of the game. Historically, the Luftwaffe caught the Soviet Air Force on the ground and destroyed it, giving the Germans almost complete air superiority.

Whatever the result of the attack, the Soviet Air Force will not fly, so there is no need to assign planes to Combat Air Patrol (CAP) or Escort during the first week.

IV. A WEEK'S TURN

Playing a turn of PANZER'S EAST consists of looking at a variety of menus, assigning your units to various tasks, and gathering information on the Soviet forces. There is no time limit. When you have finished assigning all your forces, hit the (F)inish Turn key. The computer will move the Soviet forces and resolve that week's operations.

You, as the German commander, can perform the following orders:

1. REVIEW TROOPS.
2. Gather INFORMATION about the Soviet forces.
3. Order your LUFTWAFFE into the skies.
4. Give MOVEMENT, ASSAULT, and BATTLE orders to your units.
5. FINISH the turn, HALT OFFENSIVE or RECORD the game.
6. EXAMINE AREAS (TRS-80 Color game only).

1. REVIEW TROOPS: The computer will give a breakdown of Axis units in all the areas of one region, their supply state, and which side controls an area.

2. INFORMATION: German intelligence agencies will estimate Soviet troop and air strength in any area. But their resources are limited, and can only give reports on two to four areas per turn. It will also say whether they are prepared ("entrenched") or not.

3. LUFTWAFFE: Running an air war campaign is a complex operation. Thus, the Luftwaffe has its own menu, which is explained in greater detail in Section V of these instructions.

4. MOVEMENT, ASSAULT and BATTLE: In all three cases, you will give orders to a certain number of infantry, mechanized and allied units.

A. MOVEMENT orders can be given only to units travelling from one Axis-controlled area to an adjacent Axis-controlled area.

At the beginning of the game, Prussia (PR), Warsaw (WA) and Rumania (RU) are Axis-controlled. Hungary has not yet joined the Axis, but a special rail line connects Warsaw with Rumania. (An area can be in one of three states: Axis-controlled, Soviet-controlled, and contested by both.)

Finnish troops may not be moved out of the Northern region. Other Axis troops may not be moved out of the Southern region. Troops may also be moved from an Axis-controlled port area to another Axis-controlled port area (see enclosed map). Port areas are indicated by an anchor.

The Crimea (CR) and Krasnodar (KR) areas are considered adjacent for land movement through the Karch Straits.

Troops ordered to move may not be moved again, with one exception. Certain mechanized units (listed in parentheses when the computer lists how many have moved) may be available for use the same turn they move into a new area.

B. ASSAULT orders can be given only to units moving from a Axis-controlled area to a Soviet-controlled or contested area. (Example: On the first turn, all German/Axis units must assault across the Russian border.

C. BATTLE orders are given to units in provinces contested by both sides.

In all cases, the computer will give the uncommitted strength of German/Axis units in that area (divided into three categories: Infantry, Mechanized, and Axis, and you must choose how much to commit). You may enter the number of units in each category to follow that order. Typing A will commit all the units in that category, and giving a negative number would mean that you want all units in that category excepting that number to follow the order.

(For TRS-80 Color Computer owners: typing AA will commit all available troops in that area. This does not apply to the Luftwaffe section. Also, entering a Q will abandon the routine before the troops are assigned.)

Any units not given orders will stay in place, and do not attack.

5. FINISH TURN: The computer will prompt a (Y/N) answer to make sure you want to do that. It will then ask for the battle intensity for each area that will suffer an Assault or Battle, with 1 being the lowest, and 4 the highest. The higher the intensity, the greater the casualties on both sides (for example, if a battle intensity of one kills 3 ground troops, then an intensity of two would kill 6, three about 9, and four about 12 units).

If you have good supply, and outnumber the Soviets by a wide margin, you can pick a high intensity and still keep losses low. An area's terrain and the presence of Soviet entrenchments are factors in figuring the odds of an attack.

HALT OFFENSIVE: Ends the game and counts the victory points. Since stopping the offensive early will give your troops time to prepare for the Russian winter, the German player is given a bonus for stopping early: 1 victory point for each turn not used.

RECORD GAME: Can save the game for future use, or freezes the situation, allowing you to try several different plans. The computer will prompt you for the correct input. Ensure that you have a blank cassette tape to save the game to.

6. **EXAMINE AREAS:** On the TRS-80 Color Computer (only) you have two extra commands: Examine Critical Areas, and Check Area Status.

Examine Critical Areas allows you to review those areas of the Soviet Union that have a moderate to high victory point count.

Check Area Status allows you to see all the areas at the same time, with the following notation:

1. Who controls that area: "AX" is printed next to each area the Axis player controls.
2. Terrain: Following the area's abbreviation is the letter "T" followed by a number. The number is the area's terrain factor, from 1 (best) to 6 (worst). This number is an evaluation of the terrain found in that area.

The chart also gives the supply rating for each area that the Axis has troops in: SM = maximum supply; SG = good supply; SR = moderate supply; SL = limited supply; SP = poor supply.

V. THE LUFTWAFFE

The Luftwaffe in each region can be assigned one of four missions: Combat Air Patrol (CAP) over an area, Escorting bombers, Strafing enemy troops, and sending bombers on Bombing runs.

Fighters can be sent on CAP, Escort and Strafing missions. Bombers can be sent on Bombing runs.

The inclement weather in the Polesie (PE) and Kola Peninsula (KO) areas prohibit the assignment of air points there.

You have the following commands at your disposal:

1. Display mission: Reviews by region, the current number of air points committed to a mission this turn.
2. General mission: Assigns the region's air strength to various missions within that region.

Those missions are:

Combat Air Patrol (CAP): CAP flown over an area will attack any Soviet air points also flying over the area. CAP will protect the area's friendly troops and air points sent on strafing and bombing runs.

Escort: Protects friendly planes on strafing and bombing attacks better than CAP.

Strafing and Bombing: Attacks Soviet ground troops. It takes several air points on strafing and bombing attacks to have any effect, but no number of air points will guarantee casualties.

3. Patrol only: This is the same as the General mission command, except that it handles CAP assignments only.
4. Transfer: Moves planes from one region to another. Air points committed to transferring cannot be used for any other mission on the turn they are transferred.
5. Order Standard CAP: A convenient way to order CAP over a large number of areas. Planes assigned to Standard CAP will remain there from turn to turn without prompting by the player.

6. Launch Standard CAP: Orders units assigned under Standard CAP to be launched en masse.

Since it is a good idea to fly some CAP over all captured areas, use of these last two commands can save much typing.

VI. RESULTS OF A TURN

The computer will figure out the combat results and display them. If the Axis captures an area, it will be listed. To capture an area, all Soviet troops must be eliminated from it. If they later leave, surrender, or are eliminated while attacking, the German does not gain control of the area.

If the Soviets counterattack, you may have the option to retreat before combat is resolved.

All reinforcements are automatically applied to both sides.

VII. SUPPLY, WEATHER AND TERRAIN

The effects of supply, weather and terrain are listed on a separate chart on the back of this instruction manual.

Weather: Mud will appear about week 16; the first snow will fall about the 22nd week.

An area's terrain effect is judged by "averaging" the effect of the four terrain types. The best terrain (to the German's standpoint) is clear, then forest, swamp and mountain. The higher percentage of "bad" terrain in an area, the less effective the German units will be in combat.

VIII. SPECIAL RULES

HUNGARY: For the first four turns, Hungary is neutral, after which it joins the Axis. The Soviet Union will not attack it, and the Axis cannot move through it. The Axis may assault Hungary.

RUSSIAN FORTS: When an area is listed as Prepared, the Soviets are dug-in and have their defense strength doubled. Russian units are never Prepared if Axis troops occupy the same area.

FINLAND: The Finnish standing army appears as reinforcements, in Helsinki (HE), at the end of turn one.

PARTISANS: Once a region is Axis-controlled, the German player must leave a garrison behind, or partisans will retake it. The size of the garrison depends upon the terrain and importance of the area. Note that since the people of the Ukraine looked to the Germans as liberators garrison requirements there are slightly lower.

IX. VICTORY CONDITIONS

Each area is worth between 1 and 30 victory points. Points are awarded based upon remaining air and ground points on both sides, and one point is awarded to the Axis for each contested area at game end.

Victory levels are determined by a ratio between Axis and Soviet points. There are five possible levels: German Total Victory, German Victory, Draw, Russian Victory, Russian Total Victory.

X. OPERATION BARBAROSSA: Historical Review

The German plan: von Loch's Army Group North (composed of two armies and Hoepfner's Fourth Panzer Group) would attack towards Leningrad; von Bock's Army Group Center (consisting of two armies, and Guderian's Second and Hoth's Third Panzer groups) would advance and capture Moscow; von Rundstedt's Army Group South (three German armies, one Rumanian army, and von Kleist's First Panzer Group) would advance on Kiev and the Dnieper River valley to destroy all Soviet forces between the immense Pripyet Marshes and the Black Sea. Mannerheim's Finnish divisions were to occupy the Karelian Isthmus and threaten Leningrad. Falkenhorst's Norwegian army would cut the Murmansk-Leningrad supply line. A total of 162 divisions (approximately 3 million men) would take part in the operation.

Opposing the invasion forces were approximately 3 million Soviet troops concentrated along the western borders, with another million scattered elsewhere and a large number of reserves.

The invasion commenced at 3 am on 22 June 1941. While the Soviets had been warned of an impending invasion through intelligence networks, they inexplicitly made no preparations: the Germans achieved total tactical surprise. By 19 July Army Group Center was less than 200 miles west of Moscow. Over 390,000 prisoners, 4,500 tanks and 3,300 artillery pieces had already been taken.

Army Group South, meanwhile, had been making slower progress. In order to bolster this drive, Hitler ordered Guderian's Panzer Army switched southwards to close the ring on a large group of Soviet forces near Kiev. At the same time, the Fuehrer authorized Hoth's panzers to move northwards and assist Army Group North in seizing Leningrad.

By 26 September with the help of Guderian's panzers, Army Group South had captured over 630,000 prisoners and over 800 tanks in a vast pocket west of Kiev. In doing so, the Germans tore a 200 mile wide gap in the Russian defenses, and Field Marshal von Rundstedt wasted no time in exploiting this. The invaders soon captured Kharkov, a major industrial complex, and von Manstein's Eleventh Army smashed into the Crimea.

Meanwhile, Army Group North had become stalled on the outskirts of Leningrad despite the assistance of Hoth's panzer group. The Finnish army had been less than spectacular in their offensive operations, and Falkenhorst's units failed to completely close the Murmansk-Leningrad supply line.

Nevertheless, by the end of September the detached panzer groups were returned to Army Group Center, with the addition of Hoepfner's panzers (formerly of Army Group North). Operation Typhoon, the German push on Moscow, got underway on 2 October, and by 20 October the Germans were within 40 miles of Moscow. But the long weeks of steady fighting were beginning to have their effect upon the combat efficiency of the German units. Additionally, Axis supply lines were becoming overextended and Soviet resistance was stiffening. But for the Germans, the fiercest foe had just arrived: the Russian weather. October rains turned the roads into impassable rivers of glutinous mud. By December German patrols had reached the suburbs of Moscow, but the temperature had plunged to -40°F ; the Germans froze in their tracks . . . Operation Barbarossa ground to a halt.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
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Defective software will be replaced.

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QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory only upon receipt of a self-addressed envelope bearing first-class postage.

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CHARTS AND TABLES

SUPPLY EFFECTS

(on Axis attack strength)

Maximum: Mech units doubled, others normal

Good: All units normal

Moderate: Mech units halved, others normal

Limited: All units halved

Poor: All units quartered

TERRAIN

There are no specific effects for the four terrain types (desert, forest, swamp and mountain). Their general effects are to increase Russian defensive strength, reduce Axis supply, reduce the effectiveness of air attacks, and increase garrison requirements.

WEATHER

Effects of mud

German attack strength reduced one-third

German and Russian air units grounded

Supply falls one level in all areas

Effects of snow

Same effects as mud

Half of German fighters grounded

No Russian planes grounded

German supply falls about half a level

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